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**Beyond human-centred design [Texto impreso]: supporting a New Materiality in the Internet of Things, or how to design when a toaster is one of your users / Leon Cruickshank, Nina Trivedi**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 574-575 : 31 refs.

This paper challenges the assumption that humans should naturally be given primacy over non-human actors in the design process. New technological capabilities are starting to give non-human actors (e.g. networked objects) decision-making ability, thereby allowing for an active form of agency. This move will only grow in sophistication in the future and has the potential to be profoundly disruptive to both the design process and wider society. Using Donald A. Norman's fundamental characteristics of user-centred design, ideas informing the Internet of Things, and philosophies around New Materialism, this paper argues that the fundamental assumptions that underpin the act of designing need to be reassessed.

The design journal. -- 2017 (September), v.20, n.5, p. 561-576

1. Design process 2. Internet of things 3. Materialism 4. Object-orientated ontology 5. User-centred design

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2

**Digitizing traditional cultural designs [Texto impreso] / Meong Jin Shin, Stephen Westland**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 656-658 : 34 refs.

This paper explores a fundamental principle of digitizing traditional cultural designs to introduce a model to develop a digital design tool with three strategies (and five possible scenarios) for expanding traditional designs. The study structures pattern designs by analysing certain rules of traditional Korean bojagi textile designs and converting them into explicit rules in computational design. A bojagi design tool (implementing eight different schemes and allowing choice of colours and textures) was developed by the authors to show the advantages of using a computational design that combines traditional principles with today's modern digital technology. The tool was then examined by four groups (designers, merchandisers, traditional bojagi craft practitioners, and random customers) in Korea. The findings resulting from the interviews suggested that the tool can generate most of original bojagi designs that will be suitable for current fashion and interior markets and even extend it as a marketing and educational tool.

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1. Cultural designs 2. Design innovation 3. Digital design 4. Korean 'bojagi'

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3

**Green can be the new white for wedding dresses [Texto impreso]/ Sang-Hee Kwon**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 613-616 : 37 refs.

The environmental impact of wedding dresses, resulting from material choice, waste, and limited usage, has long been overlooked. This paper explores types of eco-wedding dresses and analyses consumers' attitudes on

such dresses, providing alternative design practices for wedding dresses and ways to encourage the use of eco-wedding dresses. Through a literature review and online search of relevant brands, six types of eco-wedding dress were identified: those made of eco-friendly materials; made of pre- or post-consumer waste; made with less material and waste; convertible; previously worn; and altered for re-use. Research on eco-wedding dress types and the consumer survey of 198 Korean females revealed low awareness, dissatisfaction with design and price, and insufficient information on sustainability. This study recommends some ways to solve those problems. The findings of this study provide sustainable insights that may be applied by fashion practitioners regarding product design.

The design journal. -- 2017 (September), v.20, n.5, p. 595-616

1. Eco-bridal gown 2. Eco-friendly 3. Eco-wedding dress 4. Environmentally friendly 5. Sustainability

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#### 4

##### **Gut feeling in small design consultancies [Texto impreso] / Bob Jerrard , Lynn Martin, Lucy Wright**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 592-593 : 35 refs.

A participatory study of product design teams in six design consultancies in the north west of the UK is described. Prior research indicates that designers and new product developers often attribute the term 'Gut Feeling' (GF) to decision-making that is perceived as difficult to articulate and typically outside acknowledged causal models. From the use of participant-observation to elicit detailed hindsight narratives, the notion of GF appears to be systemic within the early stages of the design development process. GF use represented the synthesis of causal and effective knowledge. Its value impacted new product design and development.

The design journal. -- 2017 (September), v.20, n.5, p. 577-594

1. Design consultancy 2. Gut feeling 3. Innovation 4. Intuition 5. Risk

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#### 5

##### **Hunting the opportunity [Texto impreso] : the promising nexus of design and entrepreneurship / Suna Lowe Nielsen ... [et al.]**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 632-637 : 85 refs.

While recent debates in research on the creation of entrepreneurial opportunities increasingly link opportunity creation to the logic of design, they do not fully engage with the design literature. The aim of this paper is to bring closer together the two research fields of design and entrepreneurship in order to stimulate new knowledge on opportunity creation. In doing so, we offer a shared theoretical framework on new opportunity creation that illustrates that design and entrepreneurship can advantageously complement each other in the opportunity design process. Practical insights into the robustness of the framework are provided by a short illustrative case on electric cars.

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1. Design entrepreneurship 2. Entrepreneurship 3. Opportunity creation

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6

**Revealing the design process [Texto impreso] : inventing a meta-analysis method for documenting the fashion design process / Jung Soo Lee, Sheila Danko**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 679-681 : 47 refs.

How designers think throughout the creative process is one of the major issues in the field of design. This study aims to introduce a meta-analysis method that documents and analyses the idea development processes of fashion designers. Eighteen designers created five contemporary women's wear designs in sessions with video/audio-recorded pre- and post-design interviews. Our analysis distilled the ideation process into seven steps, and we developed a design process coding map for each designer. This coding method reveals how salient features extracted from the source of inspiration change over time and how they converge in the final design sketches. This coding method helps us map the evolution of the design process on one page, allowing for a visual summation of key points in the process. Using this method, educators can develop systematic exercises for students, while practitioners can use the method to activate a self-learning process.

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1. Design method 2. Design process 3. Fashion design 4. Meta-analysis

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7

**Sonic textiles for health and wellbeing [Texto impreso] / Lucy Robertson**

Este artículo se encuentra disponible en su edición impresa y electrónica. Los datos para su localización están accesibles a través del enlace al título de la publicación. Su acceso electrónico es a través del enlace de 'Acceso al documento'.

References: p. 6690-692 : 29 refs.

'Sonic Textiles for Health and Wellbeing' outlines a PhD study using textiles as an interface for sound applied within health and wellbeing. We use textiles for protecting our bodies, helping keep us warm or stay cool in different environments. They are sensory objects that can engage our sight, touch, sense of smell, and even our hearing. In the past, textile designers have considered the sensual aspects of their designs, mainly focusing on the inherent visual and tactile qualities. Over the last few years the addition of sound to textiles within research and design can be seen in the work of Cathy Tread away and Cute Circuit. Technology is easily integrated within textiles, with components becoming smaller and more sophisticated. Sabine Seymour suggests that audio could become central to the success of smart clothes. This study will investigate adding to the natural qualities of textiles through the addition of sound, creating sonic textiles. The purpose of this study is triple-layered: (1) it looks to encourage and share the making of sensory and sonic textiles, (2) it investigates how making affects our identity, while (3) gaining a better understanding of what affect sensory and sonic textiles can have on health and wellbeing.

The design journal. -- 2017 (September), v.20, n.5, p. 683-692

1. e-textiles 2. Health and wellbeing 3. Research through 4. Sonic textiles 5. Wearables